MULTIMEDIA UNIVERSITY

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2018 / 2019

THI2211– HUMAN COMPUTER INTERACTION

13 OCTOBER 2018
2.30pm - 4.30pm
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This question paper consists of 3 printed pages.
2. Attempt **ALL** questions.
3. The distribution of the marks for each question is given.
4. Please write all your answers clearly in the answer booklet provided.

QUESTION 1:

a) List the **SIX** general goals of an interactive system.

[6 marks]

b) Explain **FOUR** general principles of subject selection in usability testing.

[4 marks]

QUESTION 2:

a) Identify the **FOUR** basic activities of interactive design and briefly discuss why user experience goals are important for an interactive product.

[7 marks]

b) Briefly discuss the **THREE** principles of direct manipulation in today's smart devices environment.

[3 marks]

QUESTION 3:

a) Identify the **THREE** advantages of interface metaphors.

[4 marks]

b) User-centered design is the most important approach in today's human computer interaction design that highly focuses on users and tasks. Explain the **THREE** approaches for User-centered design.

[6 marks]

Continued...

QUESTION 4:

a) Discuss the differences between Instant Messaging with phone conversations and email with your own example.

[6 marks]

b) Relate **FOUR** daily activities on how you externalize your memory load.

[4 marks]

QUESTION 5:

a) Outline and discuss the **EIGHT** Shneiderman's Golden Rules.

[8 marks]

b) Explain the term "Human Computer Interaction" and "Interaction Design".

[2 marks]

End of Paper